

alternate REALITY

NEWSLETTER



Volume I

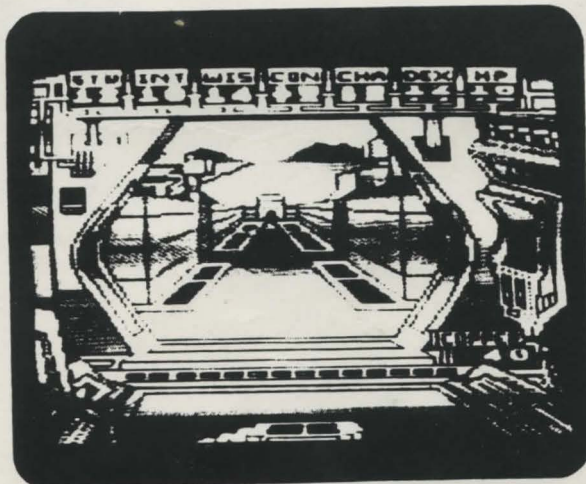
Issue I

Greetings Alternate Reality Adventurer:

The Alternate Reality Adventurers Club is now established and this is the first official newsletter.

Welcome to the Club!

In this, and all future issues of the Newsletter, we will follow a basic format. First, we'll give you some hints on the game that we have discovered or that have been passed along to us by other players. Second, we'll answer questions. We may not get to your particular question right away, but be patient (a virtue often rewarded in The City); the most frequently asked will be answered first. Third, we'll publish character descriptions sent in to us by players, such as the one in this issue from Gory Thrane of Midvale, Utah. This is your Newsletter, so let's hear from you!



A reminder -- If any of your friends are playing Alternate Reality but haven't sent in their warranty cards yet, please tell them to get them to us right away -- they will automatically become members of the Club as soon as we receive their cards.

HINTS

Now for the good stuff. Many of you have been asking (begging?) for hints on playing Alternate Reality, and wanting to know what the object or goal of The City is. The main purpose is to make a complete map and build a high level character. In fact, building 2 or 3 characters wouldn't be a bad idea. When you get to The Dungeon, you will need a Level 10 character to solve all the mysteries and reach all the goals. The character you develop in The City can be used in all future installments of Alternate Reality. Many players are building both good and bad characters to see how different the game is under various circumstances.

The reason for the complete map is that once you begin playing the other episodes you WILL be able to go back to The City. In fact, if you acquire great treasure in The Dungeon and can't carry it all with you, you will have to re-enter The City and put it in the bank. Or you may be injured and will need a Healer in order to regain your health and be ready for further encounters in The Dungeon.

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QUESTIONS AND ANSWERS

Q. Define Charm.

A. Charm is defined as a technique of distracting the life forms you encounter in The City. If you use Charm on an innocent or good life form and then kill him, you will be regarded as a more evil character than if you had just killed him. Charming an evil life form will not have any negative influence on your character.

Q. How can I tell which life forms I encounter are good?

A. The music that accompanies each life form provides you with clues to his personality. The more ominous the music, the more evil an adversary.

Q. What happens when you kill an "Arch Mage"?

A. The Arch Mage is a lawful life form and killing him will add credence to the other city inhabitants' belief that you are evil and not to be trusted.

Q. Can I cast spells in The City?

A. No. See the first question for the explanation.

Q. Why is the Tower Shield so powerful?

A. Because it covers your entire body.

Q. What criteria determine personality?

A. All of your stats plus the interaction and decisions in playing. If you constantly attack and kill good life forms you will be known as an evil character.

Q. Can you alter the personality of your character once you have killed a number of "good" or "innocent" people?

A. Yes, but only very slowly. If you stop killing the good or innocent people you will gradually lessen your reputation as an evil character.

Q. What is wisdom good for?

A. Wisdom helps determine the value of various weapons and potions.

Q. How many character levels are there?

A. An infinite number. However, the higher your character, the more experience points required. You must double your experience points for each higher character level.

Q. What is the object of The City?

A. To develop your character and prepare for the journey into The Dungeon. The City will also be of value to you as you enter The Wilderness, Arena, or Palace to rest or revive your character for the arduous trips he must take.

Q. Can you give money to Poupers?

A. No - you will need all of your money to continue your quest.

Q. Will a map of The City be available?

A. See previous information on first page of the Newsletter.

Q. Is it necessary to eat a certain amount of food each day?

A. Yes, to maintain strength. You must also seek water and rest on a regular basis.

Q. Can I enter the area southeast of the Arena?

A. Not yet. This area can only be entered through The Arena, which will be available as a later episode of Alternate Reality.

BEWARE OF TRAPS From the Journal of Toger

It was nighttime. I was looking for a couple of Imps or Gremlins to dispatch, as they are creatures of evil and don't belong in a City where men dwell. I was walking through the southeast quadrant of town, around 48 East and 7 North (the left bottom square of the map is 1 East, 1 North), when I saw a young fighter running for his life. He turned and looked over his shoulder, running east, when he hit a wall and passed through it.

I knew this area pretty well from my first month in The City, but had never checked that particular wall for secret doors.

I stood around for a while, waiting for the fighter to come out. The Ghoul that was chasing him arrived on the scene. I hid in the shadows, sword ready, as the Ghoul searched around, scenting the air like a bloodhound. I jumped out, taking the foul creature by surprise. My convictions against outright bloodshed do not extend to devil spawn such as this. My sword bit into his thick hide before he knew what hit him. The fighter in the Enclosed Area still hadn't come out, but that was his affair. He'd leave when he felt it was safe.

I gathered up the Ghoul's meager treasure and walked over to the Fleming Dragon to see if they had any Water Flasks. I sat down at the bar beside a man in transparent armor that glinted like fine crystal. You know what I mean - the 24% lead stuff that women collect back on Earth. The man was talking with the bartender, but I could tell he was sizing me up to see if I would be a match for him in combat.

I emptied my coin bag onto the bar, all twenty-seven coppers of it, and bought him a drink. He clapped me on the back and introduced himself as Fargen. I didn't much like his manner. The only thing we had in common was that we were both Earthers; but in a City like this, that was enough. We talked about our adventures awhile and I told him about the Enclosed Area I had just discovered. He chuckled and called me a fool. I nearly hit him, but held back when he said I should be happy I didn't follow the fighter.

"Those who go in, never come out," he explained. He related a similar tale about another Enclosed Area at 42 East, 5 North. I shivered. It could've been me that found those death traps by accident!

I pulled out my worn and tattered map and Fargen showed me where the second trap was. I marked a one-way secret door on the west wall of the square at 48 East, 7 North, and on the east wall of 42 East, 5 North. I thanked Fargen and he replied, "That's okay; I'm sure we'll bump into each other again."

I wonder how he meant that?

TOGAR is a "Mr. Nice Guy" 10th Level character. But don't push him too far! He carries a Longsword and Battle Hammer and his armour is Ring Mail. His Stats are: Stamina, 22; Charm, 26; Strength, 36; Intelligence, 23; Wisdom, 18; Skill, 23.

FARGEN is a 9th Level evil character, wears Crystal Plate armour and does battle with a Longsword and Magical Battle Hammer. His Stats are: Stamina, 23; Charm, 22; Strength, 25; Intelligence, 27; Wisdom, 19; Skill, 27.

As you have all realized by now, Alternate Reality is a very unique game. It is the first of its kind we have produced, and from the response we've had, it won't be the last. We realize, though, that not everyone enjoys playing this type of game all the time, and want you to be aware of the other games we produce.

If you enjoy arcade style games, we have Pac-Man, Pole Position, Mr. Do! and Dig Dug. For fans of the action/adventure/strategy type games, you might want to try your hand at Bruce Lee, Conan, The Goonies or Zorro.



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